How to / Trackmania / Video creation

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Introduction

On platforms like TM tube, you'll find hundreds of Trackmania videos, most of them very basic, some of them really maxed out, with an almost cineastic quality. We'll show you how you can create your individual little video.

It would be very useful for you to be familiar with Mediatracker basics + workflow.

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General understanding

The basis of every video shooting in Trackmania are saved replays. Here's the basic scheme.

at least 1 of these 3 combinable
Locally saved Replay (offline)
Replay loaded from TMX or elsewhere
Replay saved from Online Server (contains many driving cars)
Driving Ghosts exported from any kind of track replay
joined together & saved as
1 BIG REPLAY
worked on in the replay mediatracker
VIDEO SHOOT FUNCTION
applied to the 1 big replay, output: AVI video file on harddisk
to be processed further with video editing + compression software

Section 1: The Sources

The basis of any TM video shooting is a replay file, no matter what kind of, as long as it contains the track data and some driving data; that's what a "*Replay*" consists of".
A replay also doesn't have to contain the complete "start-to-finish" driving, also little driving snippets can be saved and used.

Example:
You want to make a "*super crash*" video: You start driving, make a horrendous crash and land on your back.. now you can't finish the driving track anymore and TM won't show you the replay screen, where you have the "Save replay" option. That's no problem, because you can **press "S"** anytime during a race to save the existing driving data as a replay, no matter where you started driving or if you finished the race.

Select the sources

Click Icon to download the *Videotrack_Player1(0008'37).Replay.Gbx*
Click Icon to download the *Videotrack_Player2(0008'89).Replay.Gbx*
Put the Files into *C:\...\My Documents\Trackmania\Tracks\Replays\Downloaded*

CLICK IMAGE TO ZOOM

Now Start TM
- Press Editors / Edit a Replay.
- Go into the Replays/Downloaded folder, where you placed the 2 replays.
- Select the 1st of the both and press "Launch"
- Press "Edit" in the popup menu.
Now you will be taken into the Replay Mediatracker.

ATTENTION ! A NASTY BUG !
Normally, you could put multiple replays into the folder and select them ALL TOGETHER (*with the little folder icon that looks like piled-up cubes*) and then press launch/edit.
As long as all of these replays were recorded on the same driving track, TM would automatically load all of them together into the Replay Mediatracker at once. With this method, you could easily load hundreds or even thousands of replays at a time.

For some unknown reason, this doesn't work reliably anymore.
Sometimes it just happens that you select all tracks and press "Launch/Edit", but only 1 Replay Ghost will appear in the Replay Mediatracker's timeline (where normally all ghosts from all selected replays would be!). **This one replay** is somehow "defective" and causes TM to neglect all the other selected replays.
You can still import "Driving Ghosts" from other replays with the "Import Ghost" button in the Mediatracker, but this won't work if you intended to create a video with hundreds or thousands of cars.

A workaround
Some half-assed workaround would be "trying to load" all replays, then look in the listing which one(s) is responsible for the failure, write them down on a piece of paper, go back to the file selection menu, select all others BUT this one replay and load them together into the mediatracker. AFTER that you can still import the driving ghost from this 1 defective replay.

By the way
We have the same problem with the 2 replays you just downloaded. I drove them both and saved them right after each other, but for this unknown reason described above, only Player1's ghost will be loaded into the mediatracker, even if you selected both of the replays!

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As you can see, there's no clip listing, no triggers, no conditions...
That's because all data is recorded, all the driving action is given: there's no need for these features anymore.
Click on the "Import Ghost Button", Select the 2nd replay and press "Open".
The driving ghost of the 2nd replay will be imported into our new "big replay"..

You could import ghosts of -any- other replay here, even if recorded on completely different tracks... When being played back now in our new replay, these ghost cars would drive on an "invisible track". This feature can be used to create some stunning effects.

Section 2: Adding effects to the Replay

If you don't want to add any FX, just save your replay as *"Videotrack_Bigreplay"* (the save button is in the upper left corner) and proceed to Shooting the video.

All the *effect tracks* you know from the normal mediatracker can be used in the *replay mediatracker* as well.
If the driving track (the one, from which our source replay was recorded) had some mediatracker content in the "End game" section, then this content will appear here in the Track listing... you can keep it or use the *trashcan icon* to remove these effect tracks.

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Let's start adding our own content.

First, delete the existing "Camera" track. As you remember from the mediatracker lessons, only 1 camera track can exist at a time, that's why we need to delete the default one, so wen can place our own camera track.

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1st camera setting
0. Insert a "Custom Camera" track at 0.00.
1. Select the *start keyframe*.
2. Set the End block to 00.05.00
3. Place your camera in front of the start ramp (use our values for optimum position)
4. Select the end keyframe and copy the values from the start keyframe.

It plays until the cars vanish behind the turbos (at 00.05.00).

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The 2nd camera setting
1. Move the timeline slider to go beyond the ending of the camera block, just a bit.
2. Insert a new Block, 3. Camera custom.
Now click & hold the mousebutton on the red body of the camera track and move it to the left, so there's no space anymore between the 2 camera blocks.

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1. select the *start keyframe* of the block.
2. edit the start/end block values to 05.00 and 07.00 ... our block is only 2 seconds long..
3. Edit the XYZ camera values.
4. Chose Player1 as "Target".
Now the other camera values will be changed accordingly and the camera will focus this ghost while playing the block.

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5. Select the *end keyframe* and copy the values from the start keyframe to it.
At the end of our 2nd camera setting, both cars are shortly before the jump ramp.

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3rd and final camera setting
Our last camera will keep Player2 focused and will circle around him as soon as he hits the ramp...

1. Insert a "Path Camera" Track after the Camera track and drag it to the left.
2. Select the *start keyframe* and set Block Start-End to 07.00-12.00.
3. Set Target + Anchor to Player2.
4. Enter the XYZ values as shown in the picture.

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5. Enter 9.00 at the Time Value and press the "Insert key" button to insert a keyframe at this exact time.
6. Set Target + Anchor to Player2.
7. Enter the XYZ values as shown in the picture.
8. Go to the *end keyframe* and copy the values of the middle keyframe to it.

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Some final polishing!
9. Select the end keyframe of Player1's Ghost block.
10. Change the End block value to 12.00, so both ghost blocks are the same length. Otherwise Player1 will disappear too early...

Basically, that's it. That's how the replay mediatracker works. Go to the beginning of the timeline and press the "Play" button to watch the whole replay. So far for the very basics, but we're not yet finished with this track !
If you ask yourself what the "**Start offset**" value is good for, we talked about it in the GPS tutorial.

One more word on camera useage in the replay mediatracker

From the normal mediatracker you know, that handling cameras is often a bit complex, because so many different cars can possibly drive many different routes and in many different ways..
The replay mediatracker has this 1 big advantage: all driving is done. There are no more uncertainties about what a driver will do or where he would go.
If you want to, you can fully control your cameras to the very last bit, place them exactly where you want, relative to the car(s) you're focusing. This way you could make awesome transitions from the outside of a car to the inside, leaving you with additional options you never had in the normal mediatracker... use them, it's worth it.

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